

## ABSTRACT OF THE DISCLOSURE

An interpolation processor interpolates reference compensation data stored in a ROM according to the level, generates compensation data corresponding to levels available to image data for each pair of reference coordinates, and stores the compensation data in a compensation table. An address generator specifies storage regions for compensation data corresponding to four pairs of reference coordinates positioned near coordinates of the image data among the compensation data stored in the compensation table. An arithmetic unit interpolates the compensation data read from the compensation table according to the coordinates and generates compensation data. In writing positive polarity, the compensation data is added to the image data. In writing negative polarity, compensation is not performed. It is thereby possible to reduce, minimize or prevent flickering generated in the entire region of a display screen.